WOLF-IN-SHEEP'S-CLOTHING

Wolf-in-Sheep’s-Clothing

Medium plant, neutral

Armour Class - 16 (natural armor)
Hit Points - 75 (10d8 + 30)
Speed - 10 ft., burrow 5 ft., climb 5 ft.

STR 17 (+3)
DEX 12 (+1)
CON 17 (+3)
INT 6 (-2)
WIS 16 (+0)
CHA 8 (-1)

Skills Stealth +8
Senses darkvision 60 ft., passive Perception 10
Challenge 6 (2,300 XP)

Traits

Corpse Lure.
By setting a corpse atop its stump and riddling the body with small, extruded filaments, a wolf-in-sheep’s-clothing can crudely maneuver the corpse, manipulating it like a puppet. The corpse cannot leave the stump or perform complex actions, but is instead used to lure larger prey within range. The corpse must be of the same size category as the wolf-in-sheep's-clothing or smaller. While the corpse lure is active, the wolf-in-sheep’s-clothing has advantage on stealth rolls to appear as a tree stump.

Seed Sickness.

Any creature that consumes the corpse a wolf-in-sheep's-clothing has infested to use as a corpse lure must succeed on a DC 18 Constitution saving throw or become infested by a wolf-in-sheep's-clothing seed. An infested creature takes 1d8 necrotic damage each day at dawn. A creature who is reduced to 0 hit points while infested dies as a juvenile wolf-in-sheep's-clothing bursts from the creature's stomach and begins feeding on their corpse. The seed can be removed surgically, which causes 3d6 slashing damage to the creature and a DC 15 Wisdom (Medicine) check. The creature takes the damage whether the surgery is successful or not. A casting of lesser restoration will also destroy the seed.

Actions

Multiattack.
The creature makes three attacks, two with its tendrils and one with its bite.

Tendril.
Melee Weapon Attack: +6 to hit, reach 15 ft., one creature.
Hit: 7 (1d8 + 3) slashing damage and the target is restrained (escape DC 18) and pulled up to 10 feet closer to the wolf-in-sheep's-clothing.

Bite.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 13 (3d6 + 3) piercing damage.